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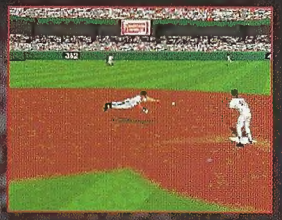

- Over 50 of the league's top players' batting stances
- Dig in and face heat from 5 different perspectives

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SEGA™

SEGA SATURN™

CRYSTAL DYNAMICS

Pandemonium!™

OFFICIAL SEGA SEAL OF QUALITY

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA SATURN™ SYSTEM.

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

T-15914H

WARNING: READ BEFORE USING YOUR SEGA SATURN

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- ❑ The compact disc is intended for use exclusively on the Sega Saturn.
- ❑ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ❑ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ❑ Always store the disc in its protective case.

This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

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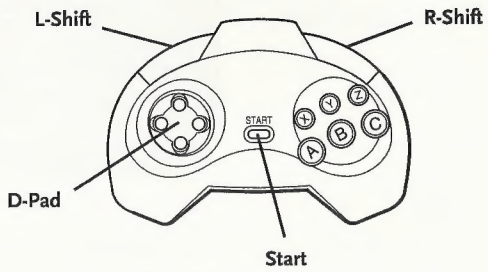
For more PANDEMONIUM™ game hints,
call 1-900-737-4SOS (4767)
$0.85/minute - 18+ - Touch Tone Only
Presented by Crystal Dynamics of Menlo Park, California
For tech support or warranty information, call 1-415-473-3434
Visit our Web Site: http://www.crystald.com

SETTING UP

1. Set up the Sega Saturn system. following the instructions in its hardware manual.
2. Plug in the game controller.
3. Make sure the power is OFF before inserting or removing a CD.
4. Insert the PANDEMONIUM disc, label side up, into the CD tray. Close the disc cover.
5. Turn the system ON by pressing the console's Power button.
6. In a few moments, following a series of logos, PANDEMONIUM begins.

   Note – If nothing appears on screen, turn the Sega Saturn OFF. Make sure the system is set up correctly, then turn the unit ON.
7. At the title screen or during the game demo, press **Start** on the controller to display the Main Menu.

CONTROLS



DEFAULT CONTROLS

Start	Display Main Menu and submenus. Confirm menu selections. Pause/resume game.
D-Pad	Select menu items in direction pressed.
Button Z	Exit from submenus back to menus. Select Fargus or Nikki on the Mystic Map.
Button C	Start game from Mystic Map.
D-Pad LEFT/RIGHT	Run to the LEFT/RIGHT.
D-Pad UP	Fly as the Dragon.
D-Pad DOWN	Duck. Dive as the Dragon. Retreat into shell as the Turtle to avoid damage.
Button A	Fire.
Button B	Special actions. Tumble as Fargus.
Button C	Jump. (Press **D-Pad** to jump LEFT/RIGHT.) Hold while jumping on enemies for more height. Tap twice to double-jump as Nikki.

Note – Use the CONTROLS option (p. 4) to remap the default controls.

MAIN MENU

At the Main Menu, highlight your option selection and press **Start**.

ITEM	USE
NEW GAME	Start a new game from the first Mystic Map level.
PASSWORD	Use a password earned in a previous game to resume the game at a later level. On the Password screen, use the **D-Pad** to enter the password (UP/DOWN to change a symbol; LEFT/RIGHT to move the entry point). Confirm by pressing **Button C**. If the password you entered is invalid, try again or quit to the Main Menu by pressing **Button Z**.

Note – To see your current password on the Mystic Map, press **Button X**. Write down the password (or memorize it if you're a wizard) and use it to play your game later.

ITEM	USE
OPTIONS	Display the Options menu to adjust game preferences. Press UP/DOWN to highlight the option you want.

- **SOUND FX/MUSIC:** Adjust by pressing the **D-Pad** LEFT/RIGHT.
- **CONTROLS:** Remap the Jump, Fire and Special controls by pressing the **D-Pad** LEFT/RIGHT.

STARTING THE GAME

You can choose a character at the beginning of a game and before each level. If you're having trouble clearing a level with one character, try the other one.

FARGUS

The jukin' jester's whirling tumble mows down goons and bad guys without taking damage.

NIKKI

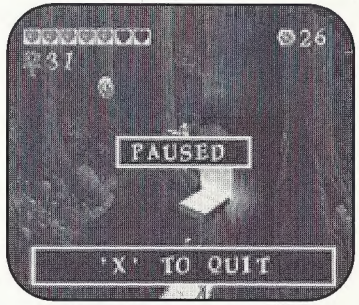
An acrobat extreme, Nikki's aerial double-jumps glide over trouble and soar to mile-high platforms and power-ups.

MYSTIC MAP

You start games from the Mystic Map.

1. Press **Button Z** to choose Fargus or Nikki as your guide. (You can also switch characters before each level.)
2. Move your character to the red spot on any available island. In new games, only the first island is available.
3. Press **Button C** to begin.
4. When the level ends, you return to the Mystic Map. If you finished the latest level, the next level becomes available. If you didn't complete the latest level, you can try it again or replay an earlier level.

PAUSING THE GAME



1. Press **Start** to pause a game in progress.
2. Press **Start** again to resume play.

QUITTING THE GAME

1. When you're on the Mystic Map, press **Start** to pause.
2. Press **Button X** to display a menu.
3. Highlight QUIT and press **Button C** to quit the game, or highlight CONTINUE and press **Button C** to return to the game.

HOW IT ALL BEGAN . . .

Fargus the off-center jester and his demented stick-puppet partner Sid spent their lives hand in glove, though not always of one mind. They had grown up together in a large family of jesters and were living proof that cousins shouldn't marry. Mostly, Fargus and Sid traveled from faire to carnival, embarrassing people here, there and everywhere. Their act was getting as stale as the fruit bowl and eggs that bombarded them during every performance. Their show was not so much an act as a bombing pattern. Now on their second swing through Lyr, they were starting to get a little leery of the well-armed crowds itching for target practice. Fargus and Sid needed a boost.

Just then, from down the alley, a town crier came by:

"Come one, come all to W.I.T.S.: the Wizards In Training Seminar! Tonight only at the Lancelot Castle and Bingo Pavilion. Taught by the one and only Tony Vu, The Worldly One, the man who had nothing and now has everything. He'll show you how to become a Tenth Level Wizard with absolutely NO MONEY DOWN. He'll teach you the wonders of Disappearing, Turning Into Things, Spellcasting 101, Fun With Fire and Pyrotechnics. Free wizard's cap with every admission!"

Fargus and Sid looked at each other, both staring deep into space. A new career, the chance to play with fire, and they could finally ditch their goofy hats! As one, they cut a beeline for Lancelot Castle.

MEANWHILE IN ANOTHER PART OF THE VILLAGE . . .

Nikki, the youngest member of the Flying Fleugel Family, was daydreaming on the highwire. For her, carnival life was dull, dull, dull. Besides, her best friends were Brenda the Alligator Lady and Fritz the World's Smallest Cow!

Nikki was nobody's fool. A talented acrobat with hair-trigger reflexes, she felt there had to be more to life than gripping a balance beam. More than anything else, Nikki dreamed of being a wizard.

It was this daydreaming that finally got Nikki into trouble. She forgot to feed the lions and almost cost The Great Zeigfreed an arm. "I gotta get out of here," she thought. "I'm tired of performing with geeks and freaks. I'm running away to become a wizard!"

DOWN AT LANCELOT CASTLE & BINGO PAVILION . . .

Nikki, Fargus and Sid weaved their way to the very back of the overflow crowd awaiting The Worldly One himself. Bumping annoyingly into each other, the three decided they might as well exchange greetings.

"Hi, I'm Fargus. What's your sign?" Fargus grinned at Nikki.

Sid coughed out, "Hubba hubba."

Nikki returned the compliment: "Nice hats, fellas!"

Suddenly The Worldly One made a splashy entrance, appearing through a flume of smoke as a snake, a buffalo and a llama, and finally letting off his opening joke in a thick accent: "Excuse me, I've been going through a lot of changes lately."

From there it went downhill fast. Vu droned on and on with a disconnected monologue. Fargus dropped off with a snore, Sid made spitballs and Nikki practiced backflips, accidentally kicking several patrons in the back of the head.

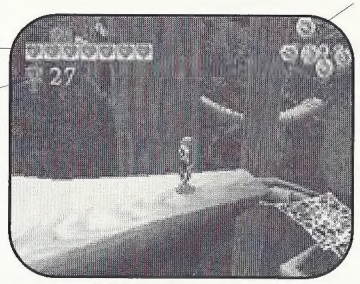
Finally, Vu waved a mossy-looking volume at the crowd and hollered: "When we reconvene, I'm going to tell you about the most important and powerful book in the universe. But first, let's break for donuts and mead in the lobby." Then he cut out for the john.

"C'mon, guys, let's follow him," Nikki hissed, eyes alight with mischief. The three hustled down the hallway after Vu. As they drew closer, they noticed that their host had evidently been hitting the mead himself. As The Worldly One tripped over a carpet wrinkle, the ancient book slipped out of his wizard's backpack.

Nikki quickly leaped and grabbed the thick tome before it hit the ground. The book was titled *Ancient Wizards Spellbook* and underneath: *Must be fully trained and licensed to use.* And in very small print at the bottom: *May result in danger and death.*

Just what they hoped for! The three hung a sharp left, rushed up a staircase and stood on a high balcony with power in hand . . . and PANDEMONIUM awaiting!

SCREEN DISPLAYS



HEARTS

Hearts display your hit tolerance. Each Heart is worth 1 hit point. Hearts disappear as you take the damage the monsters dish out.

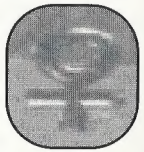
Restore your hit points by collecting Heart power-ups. Lose all your Hearts, and you will lose one Ankh (Life).

Heart power-ups restore 1 hit point each.

Gold-Rimmed Hearts add Heart positions. You can have up to 7 Hearts showing at the top of the screen.

ANKHS

Ankhs show your number of chances. Lose one Ankh, and you must replay part or all of the level (depending on whether or not you passed a Checkpoint). Lose all the Ankhs and you'll be taken back to the Mystic Map.



Collect **Ankhs** to increase your chances.

COINS

Collect 200 Coins to gain an extra Ankh.

Green Coins are worth 1.
Red Coins add 5 to the number.
Purple Coins are worth 25.

Double Treasure Timer doubles the value of any Coins you collect in the next 10 seconds.

Coin Bonus: Picking up all (or almost all) of the Coins in a level earns you entry into one of the Bonus Rounds.

- Collect 80% of the Coins and find out how fast you are!
- Collect 95% of the Coins and be prepared to bounce, flip and tilt!

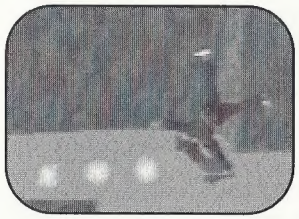
CHECKPOINT

Each Checkpoint is unique looking, but they all have one thing in common: once you pass them, you can't go backward in the level. Checkpoints are level markers. If you lose a Life, you'll restart the level from the last Checkpoint you passed. (If you replay the level from the Mystic Map, though, you'll start at the beginning.)

SPECIAL MOVES

BOUNCE

When jumping, use the **D-Pad** to aim your character's landing. Make direct hit(s) on enemies to dispose of them. Hint – Hold down **Button C** (jump) while bouncing on enemies and trampolines to "grab some air" and reach higher areas.



THE FARGUS TUMBLE

As Fargus, press **Button B** (special) to tumble, mowing down enemies without taking damage. Use the **D-Pad** to tumble LEFT or RIGHT.

NIKKI'S DOUBLE JUMP

As Nikki, tap **Button C** (jump) once to jump. Tap again while jumping to perform an acrobatic double-jump/somersault combo, great for grabbing way-up items and soaring past danger.

SHAPECHANGING

Run through special gates to find yourself magically changed!

DRAGON!

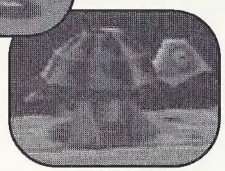
You're the "air apparent." Press the **D-Pad** UP to fly and DOWN to dive. Note – Dragon is an expert at fire-breathing.

RHINO!

Charge through enemies and obstacles, wreaking wreckage without taking hits. (Rhino must be running to avoid damage.)

FROG!

Jump super-high as an agile amphibian.



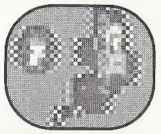
TURTLE!

Press the **D-Pad** DOWN and it's "no trespassing" while you're holed up in your shell, invulnerable to all damages.

WEAPONS & POWER-UPS

Special pick-ups arm you with firepower, great for destroying monsters before they reach you. Weapons last until you pick up another one or take a hit.

The **fireball** packs a pyrotechnic wallop. The weapon icon disappears once you pick it up.



The **phoenix fireball** regenerates itself. Its effect is the same as the fireball's, but if you lose the power, you can return and collect the weapon icon again an unlimited number of times.

The **shrink ray** temporarily reduces monsters to pipsqueaks so you can squash 'em. Better be fast – they grow back!

The **freeze ray** paralyzes enemies, turning them into easy targets. When they thaw out, watch out!

Keys open the way to locked or closed-off areas. Sometimes you'll see the effect immediately; other times you'll have to find it.

The **shield** protects you from damage. Your character becomes anodized and impervious to hits while the power lasts (10 seconds).

DEVICES

Lyr is loaded with devious devices that can help you out – or make your quest impossible until you figure out how to use them!

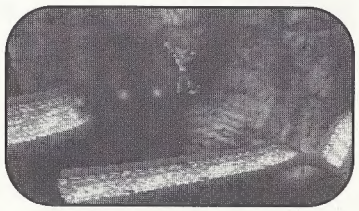
Trampoline

Light Switch

Rolling Boulder

Teleport Hut

Cannon



Slide

GOONS & BAD GUYS

Goons are just a bunch of fat, web-footed cretins.

Armored Goon
Have dagger, will travel.

Kanga Goon
"Up" kind of guy.

Blow Goon
Dart-blowin' yellow bellies.

Boxing Goon
Fists a-flailing!

Spit Plant
FEEEED MEEEE!

Walkapede
Nothing but feet & teeth!

Buzz
Big mosquito bugs you to death.

Spider
Its "overbite" is deadly.

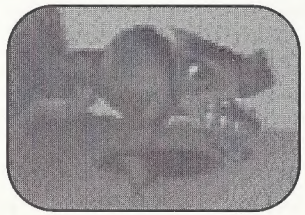
Spiky Snail
Not your normal garden variety.

Fungus Guy
Sprouts brain mushrooms.

Ratbat
Rodent on the wing.

Stalag Dude
Annoying little pointy-headed stalagmite.

Fire Blossom
Vicious veggie!



Branky
Huge appetite.
Short attention span.

Dizzy
Spin-crazy hedgehog, equilibriumly challenged, Dizzy's in a class by himself. You can use him to gain altitude, and he doesn't hurt!

Shrooooms!
Jumpy fungi.

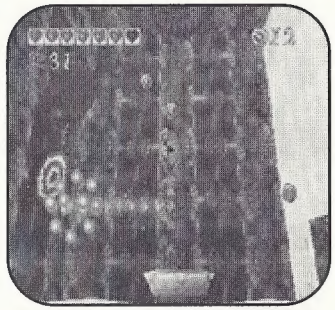
MAGICAL MOMENTS

LEVEL	NAME
1	**Skull Fortress** Bounce on melons, navigate a waterfall, and edge across a canyon on a slim rope bridge to reach the castle. Inside, amid treasures and razor-edged dangers, is the way to the central tower.
2	**Hollow Stairway** Scale the outside of the tower to nab the key, retrace your steps to get inside, and ascend to the roof to find your way to the dungeon below.
3	**Dungeon Tower** Most of the fabulous treasure once hidden deep under Skull Fortress is now gone, but the traps and lurking beasties that protected it ARE STILL THERE. Be wary of traps and secret areas.
4	**Lost Caves** Balance on spiderwebs and slide on slime as you descend deeper and deeper into the Earth. While dodging falling rocks and Stalagmen, think about this: most of the gems were mined from these very caves . . . so there must be more somewhere.
5	**Fungus Grotto** Deep where the sun has never shone, a huge mushroom forest grows where the Fungus People live. Either run between the stems or jump from cap to cap, but be quick, for the Fungus People do NOT like intruders.
6	**Acid Pools** Slide over moss-wrapped rocks and bounce off toadstools in your search for the way out. Beware the acid pools, for here lives the Lord of the Fungus People.
Boss	**Shroom Lord** Little is known of Fungus Maximus, the Shroom Lord. It is rumored that he is big, angry, sneezes a great deal and hates fire. The only way out is past him, and none so far have survived the challenge.
7	**Burning Desert** The passage from the underworld leads to the distant land of the burning desert, a beautiful sandscape of shifting dunes, wind-sculpted stone arches and sand hot enough to roast weinies. Plenty of treasure is tucked away here. Just watch where you step.
8	**Branky Wastes** To reach the woods at the desert's edge, you must pass infestations of almost indestructible Branky: half alligator, half rhino, all mean. Fortunately, these creatures never attained the full size of their extinct cousins, the Brankysaurus Rex, whose fossils litter the barren tracts.
9	**Spider Forest** These tree-studded mazes are famous for three things: big hairy spiders, more big hairy spiders, and even more big hairy spiders. Follow the path up to the village, but beware of the rolling logs.

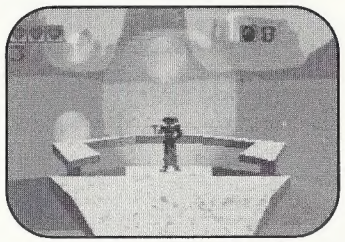
LEVEL	NAME
10	**Canopy Village** This once-prosperous logging camp has fallen into ruin since Honcho and his Goons took over. Run up the paddle wheels and vault over huge spider traps to reach the back door of the Goon Soldier barracks.
11	**Soldier Barracks** The barracks were built to protect Honcho's new stolen logmill from the dispossessed owner, who might try to get it back. Slide down the flumes and battle the Goon Soldiers to reach the doors between you and Honcho's mill.
12	**Honcho's Logmill** Honcho may be tough, but he's not bright. He has inconsiderately scattered whirling blades, dangerous machines and clattering tools everywhere. If you can avoid them, you can eventually hitch a ride on Honcho's airship.
Boss	**Goon Honcho** Honcho is very protective of his favorite toy, the airship. To catch a ride, you'll have to defeat him without getting mashed into anchovy paste.
13	**Honcho's Airship** Honcho left piles of treasure on his ship, and even in the balloon itself. Once you reach the docking station, you'll have to navigate the aerial maze. If only you could fly!
14	**Dragoon Skyfort** Climb higher and higher, dodging rockets and floating bombs. Bounce off clouds to ascend to nose-bleed altitude. Watch your step, because it's a long way to the bottom.
15	**Cloud Citadel** Built by giants, this citadel was once a great treasure house. The giants have vanished, but the treasure may still be hidden there. Ride the winds, blast out of cannons, and use teleporters to reach the heights.
16	**Efreet Palace** Lords of fire and wind, the Efreet pass their days tending the immense wind engines in their lattice-work palace. Discover how to walk on air as you enter the vortexes, each step sending you up, up, up!
17	**Frozen Cavern** Drifting so high that the air has frozen, fly through the wind, blast through ice walls, and try not to plummet to the Earth far, far below.
18	**Storm Temple** This awesome edifice was built by giants to honor the Storm Gods. Ride Spirit Geysers to avoid Lightning Balls. Find the beam that holds Night Demons at bay. Avoid the dreaded Ghost Wind and you just might achieve your quest of attaining the Wishing Engine . . . IF you can defeat its guardian . . . .

SECRET AREAS & BONUS ROUNDS

- Explore to find special doors and secret chutes that drop you into secret areas packed with hidden surprises.
- Collect a high percentage of Coins in any level and you'll gain access to one of the bonus rounds when you finish the level. Play the bonus round with spunk and you'll grab a pile of power-ups.



ENDING A LEVEL



You'll see a large gate or door when you reach the end of each level. Run through the passageway to complete the level, see how much of the treasure you've collected, and earn your password.

SID'S ADVICE

- Watch for directional arrows that guide you through uncertain areas.
- Destroy crates to reveal treasures.
- Explore each level thoroughly for all treasures, coins, secret areas and weapon power-ups.
- Pushing on certain objects may reveal secrets below or behind them.
- Bounce off enemies to reach remote places.
- Jump off airborne enemies to reach treasure and/or areas out of your normal jumping range.
- Some enemies hold the keys you need to open gates or reveal secrets.
- If you collect a key that doesn't have an obvious effect, explore around and maybe you'll find the answer.
- If you find a level too difficult to complete, try changing characters to take advantage of that character's special talents.
- The Shield protects you from everything except bottomless pits.
- If you already have a special weapon or power, don't collect another power-up unless you want to replace the first one.
- Use boulders and logs to roll over land-based hazards.
- When a Dizzy is around, use him to your advantage. Jump as he spins into you to launch high into the air. Getting hit by a Dizzy will not hurt you, unlike other enemies.
- Brankies can't be defeated with brute force. Just run or use power-ups!
- All bosses are immune to normal weapons. Find something else to use against them.

WIZARDS

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Lead Programmers:	Fred Ford, Ken Ford
Lead Artist:	Steve Kongsle
Producer:	Mark Wallace
Assistant Producer:	Caroline Esmurdoc
Designer:	Zak Krefting
Level Designers:	Richard D'Aliosio, Chris Sholtz, Reuben Simonson, Tom Treuscher, Gerald Vera
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Additional Artists:	Terry Falls, Laura Grieve, Simon Knights, Andy Mitchell, Mira Ross, Tenaya Sims, Steve Suhy
Music:	Burke Trieschmann
Marketing:	Chip Blundell, Katie Bolich, Scott Steinberg
Starring as Fargus & Sid:	Greg Proops
Starring as Nikki:	Helen Keaney
Wishing Engine & Yungo:	Martin Ganapoler
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Storyline Animation:	Animation Sequence – Windlight Studios 3D Character Models – WakiMudi
Sound Effects:	Poolside Studios
Voice Recording Technician:	Greg Chapman
Voice-Overs Directed by:	Gordon Hunt
Audio/Visual:	Steve Papoutsis, Jeff Wilkinson, Crystal Dynamics
Test Manager:	Alex Ness
Lead Tester:	Jeff Wilkinson
Assistant Lead Tester:	Matt Young
Test:	Christopher "The Hippie" Bruno, Rolef Conlan, Casey James Craig, David Dao, Karl Hagemann, Rich Krinock, Doug Leslie, Samson R. Maciel, Dan Miley, Beely Mitchell, Matt Prescott, Sheatiel Sarao
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Special Thanks:	Madeline Canepa, Ben Szymkowiak

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Crystal Dynamics warrants to the original purchaser of the computer software product, for a period of 90 days from the date of original purchase (the "Warranty Period"), that under normal use, the magnetic media and the user documentation are free from defects in materials and workmanship.

Warranty Claims

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address and a statement of the defect. OR send the disc(s) to us at Crystal Dynamics, 64 Willow Place, Menlo Park, CA 94025-3691, within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address and a statement of the defect. Crystal Dynamics or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original disc(s) to the Crystal Dynamics address given above. Enclose a statement of the defect, your name, your return address, and a check or money order for $10.00.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product. For information, call Crystal Dynamics Customer Service at 1-415-473-3434.

Limitations

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Crystal Dynamics. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Crystal Dynamics be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Crystal Dynamics software product.

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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

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